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Source time scale and optimal buffer/bandwidth tradeoff for heterogeneous regulated traffic in a network node

Francesco Lo Presti, Zhi-Li Zhang, Jim Kurose, Don Towsley

August 1999 IEEE/ACM Transactions on Networking (TON), Volume 7 Issue 4

Full text available: 📆 pdf(286,78 KB) Additional Information: full citation, references, citings, index terms

2 On end-to-end performance of multi-service concatenation.

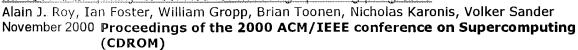
Yanni Ellen Liu

November 1998 Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research

Full text available: 图 pdf(916.79 KB) Additional Information: full citation, abstract, references, index terms

Channel scheduling algorithms that are used in network routers play a vital role in providing end-to-end quality of service(QoS) quarantees. In a heterogeneous network environment, a mixture of scheduling schemes is often found at the various routers. Although weighted fair queueing(WFQ), when combined with traffic policing, has been regarded as an ideal scheduling scheme in terms of its end-to-end delay bound and fairness properties, its asymptotic time complexity increases linearly with the nu ...

3 MPICH-GQ: quality-of-service for message passing programs



Full text available: pdf(140.75 KB) Publisher Site

Additional Information: full citation, abstract, references, citings, index terms

Parallel programmers typically assume that all resources required for a program's execution are dedicated to that purpose. However, in local and wide area networks, contention for shared networks, CPUs, and I/O systems can result in significant variations in availability, with consequent adverse effects on overall performance. We describe a new messagepassing architecture, MPICH-GQ, that uses quality of service (QoS) mechanisms to manage contention and hence improve performance of message ...

Keywords: MPI, Quality of Service, Differentiated Services, TCP

Effective bandwidth of general Markovian traffic sources and admission control of high speed networks



4

Anwar I. Elwalid, Debasis Mitra

June 1993 IEEE/ACM Transactions on Networking (TON), Volume 1 Issue 3

Full text available: (1.32 MB) Additional Information: full citation, references, citings, index terms

5 Understanding and improving TCP performance over networks with minimum rate guarantees



Wu-chang Feng, Dilip D. Kandlur, Debanjan Saha, Kang G. Shin
April 1999 IEEE/ACM Transactions on Networking (TON), Volume 7 Issue 2

Full text available: (258.07 KB) Additional Information: full citation, references, citings, index terms

Keywords: TCP, differentiated services, integrated services, queue management

Multimedia streaming and services: Adaptive disk scheduling in a multimedia DBMS Ketil Lund, Vera Goebel



November 2003 Proceedings of the eleventh ACM international conference on Multimedia

Full text available: (326.60 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we present APEX, a disk scheduling framework with QoS support, designed for environments with highly varying disk bandwidth usage. In particular, we focus on a Learning-on-Demand scenario supported by a multimedia database management system, where students can search for, and play back multimedia-based learning material. APEX is based on a two-level scheduling architecture, where the upper level realizes different service classes using a set of queues, while the lower level distri ...

**Keywords**: MMDBMS, QoS, disk scheduling

7 Cluster resource management: Resource overbooking and application profiling in shared hosting platforms



Bhuvan Urgaonkar, Prashant Shenoy, Timothy Roscoe

December 2002 ACM SIGOPS Operating Systems Review, Volume 36 Issue SI

Full text available: pdf(2.00 MB) Additional Information: full citation, abstract, references

In this paper, we present techniques for provisioning CPU and network resources in shared hosting platforms running potentially antagonistic third-party applications. The primary contribution of our work is to demonstrate the feasibility and benefits of overbooking resources in shared platforms, to maximize the platform yield: the revenue generated by the available resources. We do this by first deriving an accurate estimate of application resource needs by profiling applications on dedicated no ...

8 An effective congestion control scheme for ATM networks



March 1998 International Journal of Network Management, Volume 8 Issue 2

Full text available: pdf(98.57 KB) Additional Information: full citation, abstract, references, index terms

Congestion control is considered one of the most challenging issues of ATM. Simulation results are presented which show the performance superiority of the proposed scheme as compared to the conventional leaky bucket scheme. © 1998 John Wiley & Sons, Ltd.

Supporting real-time applications in an Integrated Services Packet Network: architecture and mechanism



David D. Clark, Scott Shenker, Lixia Zhang
October 1992

### ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols, Volume 22 Issue 4

Full text available: (1.75 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper considers the support of real-time applications in an Integrated Services Packet Network (ISPN). We first review the characteristics of real-time applications. We observe that, contrary to the popular view that real-time applications necessarily require a fixed delay bound, some real-time applications are more flexible and can adapt to current network conditions. We then propose an ISPN architecture that supports two distinct kinds of real-time service: g ...

10 A measurement-based admission control algorithm for integrated services packet networks



Sugih Jamin, Peter B. Danzig, Scott Shenker, Lixia Zhang

October 1995 ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication, Volume 25 Issue 4

Full text available: pdf(1.67 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Many designs for integrated service networks offer a bounded delay packet delivery service to support real-time applications. To provide bounded delay service, networks must use admission control to regulate their load. Previous work on admission control mainly focused on algorithms that compute the worst case theoretical queueing delay to guarantee an absolute delay bound for all packets. In this paper we describe a measurement-based admission control algorithm for predictive serv ...

11 A measurement-based admission control algorithm for integrated service packet networks



Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang

February 1997 IEEE/ACM Transactions on Networking (TON), Volume 5 Issue 1

Full text available: pdf(284,33 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: predictive service, quality-ofservice guarantee, real-time traffic

12 Leave-in-Time: a new service discipline for real-time communications in a packetswitching network



Norival R. Figueira, Joseph Pasquale

October 1995 ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication, Volume 25 Issue 4

Full text available: pdf(1.37 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Leave-in-Time is a new rate-based service discipline for packet-switching nodes in a connection-oriented data network. Leave-in-Time provides sessions with upper bounds on end-to-end delay, delay jitter, buffer space requirements, and an upper bound on the probability distribution of end-to-end delays. A Leave-in-Time session's guarantees are completely determined by the dynamic traffic behavior of that session, without influence from other sessions. This results in the desirable property that t ...

13 <u>Testbed directions and experience: PlanetLab: an overlay testbed for broad-coverage</u> services



Brent Chun, David Culler, Timothy Roscoe, Andy Bavier, Larry Peterson, Mike Wawrzoniak, Mic Bowman

July 2003 ACM SIGCOMM Computer Communication Review, Volume 33 Issue 3

Full text available: (158.92 KB) Additional Information: (all citation, abstract, references

PlanetLab is a global overlay network for developing and accessing broad-coverage network services. Our goal is to grow to 1000 geographically distributed nodes, connected by a disverse collection of links. PlanetLab allows multiple service to run concurrently and continuously, each in its own slice of PlanetLab. This paper discribes our initial implementation of PlanetLab, including the mechanisms used to impelment virtualization, and the collection of core services used to manage PlanetLab.

14 On the impact of policing and rate guarantees in DiffServ networks: a video streaming application perspective



Wael Ashmawi, Roch Guerin, Stephen Wolf, Margaret Pinson

August 2001 ACM SIGCOMM Computer Communication Review, Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications, Volume 31 Issue 4

Full text available: Additional Information: full citation, references, citings, index terms

15 A virtual loss-load congestion control strategy for high speed networks

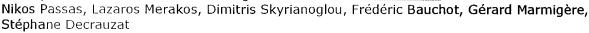
Narayanan Prithviraj, Carey L. Williamson

April 1996 ACM SIGCOMM Computer Communication Review, Volume 26 Issue 2

Full text available: Padi(1.33 MB) Additional Information: full citation, abstract, citings, index terms

This paper evaluates a hybrid congestion control strategy called the Virtual Loss-Load model. The approach combines the leaky bucket traffic shaper (a preventive congestion control mechanism) with the loss-load model (a reactive congestion control mechanism). Simulation is used to evaluate the virtual loss-load model, and to compare its performance to that of other reactive congestion control strategies from the literature. The evaluation is done using a benchmark suite of network scenarios prop ...

16 MAC protocol and traffic scheduling for wireless ATM networks



September 1998 Mobile Networks and Applications, Volume 3 Issue 3

Full text available: Additional Information: full citation, abstract, references, citings, index terms, review

The Medium Access Control (MAC) protocol defined in the Wireless ATM Network Demonstrator (WAND) system being developed within the project Magic WAND is presented. Magic WAND is investigating extensions of ATM technology to cover wireless customer premises networks, in the framework of the Advanced Communications Technologies and Services (ACTS) programme, funded by the European Union. The MAC protocol, known as MASCARA, uses a dynamic TDMA scheme, which combines reservationand contention ...

17 Computer networks (CN): EmuNET: a real-time network emulator

Ayman Kayssi, Ali El-Haj-Mahmoud

March 2004 Proceedings of the 2004 ACM symposium on Applied computing

Full text available: (%) pdf(691,99 KB) Additional Information: full citation, abstract, references, index terms

New protocols and network applications must be extensively tested before deployment on the Internet. In this paper, we describe the design and implementation of EmuNET, a lightweight, portable, configurable, and extendable network emulator, which can be used to emulate a wide variety of network characteristics and conditions inside a laboratory environment. Protocols and applications can be tested, without modification, directly on top of the emulated network. The emulator can be used to test pr ...

Keywords: delay, jitter, network emulation, queuing disciplines

18 <u>Latency-rate servers: a general model for analysis of traffic scheduling algorithms</u>
Dimitrios Stiliadis, Anujan Varma



October 1998 IEEE/ACM Transactions on Networking (TON), Volume 6 Issue 5

Full text available: pdi(470.40 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: delay bounds, fair queueing algorithms, performance bounds, traffic scheduling

19 Integrated services packet networks with mobile hosts: architecture and performance Anup Kumar Talukdar, B. R. Badrinath, Arup Acharya
March 1999 Wireless Networks, Volume 5 Issue 2



Full text available: 📆 pdf(247,85 KB)

Additional Information: <u>full ciliation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u>

This paper considers the support of real-time services to mobile users in an Integrated Services Packet Network. In the currently existing architectures, the service guarantees provided to the mobile hosts are mobility dependent, i.e., mobile hosts experience wide variation in the quality of service and often service disruption when hosts move from one location to another. The network performance degrades significantly when mobile hosts are provided with mobility independent service guarant ...

20 Video over TCP with receiver-based delay control

Pai-Hsiang Hsiao, H. T. Kung, Koan-Sin Tan

January 2001 Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video

Full text available: pdf(771.17 KB) Additional Information: full citation, abstract, references, index terms

Unicasting video streams over TCP connections is a challenging problem because video sources cannot normally adapt to delay and throughput variations of TCP connections. This paper points out a direction on how TCP can be modified such that TCP connections can carry hierarchically-encoded layered video streams well, while being friendly to other competing flows. The method is calledReceiver-based Delay Control(RDC). Under RDC, a TCP connecðtion can slow down its transmissi ...

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Source time scale and optimal buffer/bandwidth tradeoff for heterogeneous regulated traffic in a network node



Francesco Lo Presti, Zhi-Li Zhang, Jim Kurose, Don Towsley

August 1999 IEEE/ACM Transactions on Networking (TON), Volume 7 Issue 4

Full text available: 📆 pdf(286.78 KB) Additional Information: full citation, references, citings, index terms

On end-to-end performance of multi-service concatenation.



Yanni Ellen Liu

November 1998 Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research

Full text available: [18] pdf(916.79 KB) Additional Information: full citation, abstract, references, index terms

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Multimedia streaming and services: Adaptive disk scheduling in a multimedia DBMS Ketil Lund, Vera Goebel



November 2003 Proceedings of the eleventh ACM international conference on Multimedia

Full text available: 19 odf(326.60 KB) Additional Information: full citation, abstract, references, index terms

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Keywords: MMDBMS, QoS, disk scheduling

An effective congestion control scheme for ATM networks

Mohsen H. Guizani

March 1998 International Journal of Network Management, Volume 8 Issue 2

Full text available: pdf(96.57 KB) Additional Information: full citation, abstract, references, index terms

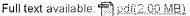
Congestion control is considered one of the most challenging issues of ATM. Simulation results are presented which show the performance superiority of the proposed scheme as compared to the conventional leaky bucket scheme. © 1998 John Wiley & Sons, Ltd.

5 Cluster resource management: Resource overbooking and application profiling in shared hosting platforms



Bhuvan Urgaonkar, Prashant Shenoy, Timothy Roscoe

December 2002 ACM SIGOPS Operating Systems Review, Volume 36 Issue SI



Additional Information: full citation, abstract, references

In this paper, we present techniques for provisioning CPU and network resources in shared hosting platforms running potentially antagonistic third-party applications. The primary contribution of our work is to demonstrate the feasibility and benefits of overbooking resources in shared platforms, to maximize the platform yield: the revenue generated by the available resources. We do this by first deriving an accurate estimate of application resource needs by profiling applications on dedicated no ...

6 Latency-rate servers: a general model for analysis of traffic scheduling algorithms Dimitrios Stiliadis, Anujan Varma



October 1998 IEEE/ACM Transactions on Networking (TON), Volume 6 Issue 5

Full text available: 📆 odf(470.40 KB) Additional Information: full citation, references, citings, index terms

Keywords: delay bounds, fair queueing algorithms, performance bounds, traffic scheduling

7 Leave-in-Time: a new service discipline for real-time communications in a packetswitching network



Norival R. Figueira, Joseph Pasquale

October 1995 ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication, Volume 25 Issue 4

Full text available: pdf(1.37 MB)



Additional Information: full citation, abstract, references, citings, index terms

Leave-in-Time is a new rate-based service discipline for packet-switching nodes in a connection-oriented data network, Leave-in-Time provides sessions with upper bounds on end-to-end delay, delay jitter, buffer space requirements, and an upper bound on the probability distribution of end-to-end delays. A Leave-in-Time session's quarantees are completely determined by the dynamic traffic behavior of that session, without influence from other sessions. This results in the desirable property that t ...

8 MAC protocol and traffic scheduling for wireless ATM networks Nikos Passas, Lazaros Merakos, Dimitris Skyrianoglou, Frédéric Bauchot, Gérard Marmigère, Stéphane Decrauzat



September 1998 Mobile Networks and Applications, Volume 3 Issue 3

Full text available: pdf(802.71 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

The Medium Access Control (MAC) protocol defined in the Wireless ATM Network Demonstrator (WAND) system being developed within the project Magic WAND is presented. Magic WAND is investigating extensions of ATM technology to cover wireless customer premises networks, in the framework of the Advanced Communications Technologies and Services (ACTS) programme, funded by the European Union. The MAC protocol, known as MASCARA, uses a dynamic TDMA scheme, which combines reservationand contention ...

#### 9 A rate-based overload control method for the radio channel in PCN

Nikos I. Passas, Lazaros F. Merakos

September 1997 Wireless Networks, Volume 3 Issue 4

Full text available: pdf(340.69 KB) Additional Information: full citation, abstract, references, index terms

Third-generation wireless digital communication systems, currently being developed, are intended to integrate all the existing wireless systems and cover a wide range of services, including voice, video and multimedia. A difficult problem towards this direction is the efficient use of the limited available bandwidth. Although considerable improvements have been made recently in transmitter and receiver technology, the capacity of the air interface is still considerably smaller compared to 0 ...

### 10 A virtual loss-load congestion control strategy for high speed networks

Narayanan Prithviraj, Carey L. Williamson

April 1996 ACM SIGCOMM Computer Communication Review, Volume 26 Issue 2

Full text available: add(1.33 MB) Additional Information: full citation, abstract, citings, index terms

This paper evaluates a hybrid congestion control strategy called the Virtual Loss-Load model. The approach combines the leaky bucket traffic shaper (a preventive congestion control mechanism) with the loss-load model (a reactive congestion control mechanism). Simulation is used to evaluate the virtual loss-load model, and to compare its performance to that of other reactive congestion control strategies from the literature. The evaluation is done using a benchmark suite of network scenarios prop ...

### 11 The design of QoS guarantee network subsystem

Jun Wen, Xianliang Lu

January 2002 ACM SIGOPS Operating Systems Review, Volume 36 Issue 1

Full text available: pdf(586\_93 KB) Additional Information: full cliation, abstract, references, index terms

The current Internet service model treats all requests equivalently, there are great need of Quality of Service guarantee for real-time traffic. The paper covers two QoS guarantee methods: Integrated Service and Differentiated Service, and discusses its interoperation problems. To estimate the efficient bandwidth of traffic flow requirement, we use Fractional Brownian Motion model to simulate the self-similar traffic. The algorithm can plenty utilize bandwidth. When combining with the user-level ...

# 12 A measurement-based admission control algorithm for integrated service packet networks

Sugih Jamin, Peter B. Danzig, Scott J. Shenker, Lixia Zhang

February 1997 IEEE/ACM Transactions on Networking (TON), Volume 5 Issue 1

Full text available: (284.33 KB) Additional Information: full citation, references, citings, index terms

**Keywords**: predictive service, quality-ofservice guarantee, real-time traffic

### 13 Computer networks (CN): EmuNET: a real-time network emulator

Ayman Kayssi, Ali El-Haj-Mahmoud

March 2004 Proceedings of the 2004 ACM symposium on Applied computing

Full text available: pdf(691.99 KB) Additional Information: full citation, abstract, references, index terms

New protocols and network applications must be extensively tested before deployment on the Internet. In this paper, we describe the design and implementation of EmuNET, a lightweight, portable, configurable, and extendable network emulator, which can be used to emulate a wide variety of network characteristics and conditions inside a laboratory environment. Protocols and applications can be tested, without modification, directly on top of the emulated network. The emulator can be used to test pr ...

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Keywords: delay, jitter, network emulation, queuing disciplines

14 An active service framework and its application to real-time multimedia transcoding Elan Amir, Steven McCanne, Randy Katz



October 1998 ACM SIGCOMM Computer Communication Review, Proceedings of the ACM SIGCOMM '98 conference on Applications, technologies, architectures, and protocols for computer communication, Volume 28 Issue 4

Full text available: pdf(1.80 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Several recent proposals for an "active networks" architecture advocate the placement of user-defined computation within the network as a key mechanism to enable a wide range of new applications and protocols, including reliable multicast transports, mechanisms to foil denial of service attacks, intra-network real-time signal transcoding, and so forth. This laudable goal, however, creates a number of very difficult research problems, and although a number of pioneering research efforts in active ...

15 A measurement-based admission control algorithm for integrated services packet networks



Sugih Jamin, Peter B. Danzig, Scott Shenker, Lixia Zhang

October 1995 ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication, Volume 25 Issue 4

Full text available: 📆 pdi(1.67 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Many designs for integrated service networks offer a bounded delay packet delivery service to support real-time applications. To provide bounded delay service, networks must use admission control to regulate their load. Previous work on admission control mainly focused on algorithms that compute the worst case theoretical queueing delay to guarantee an absolute delay bound for all packets. In this paper we describe a measurement-based admission control algorithm for predictive serv ...

16 <u>Technical papers: DCAP: detecting misbehaving flows via collaborative aggregate</u> policing



Chen-Nee Chuah, Lakshminarayanan Subramanian, Randy H. Katz
October 2003 ACM SIGCOMM Computer Communication Review, Volume 33 Issue 5

Full text available: pdf(281.15 KB) Additional Information: full citation, abstract, references

This paper proposes a detection mechanism called *DCAP* for a network provider to monitor incoming traffic and identify misbehaving flows without having to keep per-flow accounting at any of its routers. Misbehaving flows refer to flows that exceed their stipulated bandwidth limit. Through collaborative aggregate policing at both ingress and egress nodes, DCAP is able to quickly narrow the search to a candidate group that contains the misbehaving flows, and eventually identify the individua ...

Keywords: flow-level accounting, misbehaving flow detection, traffic policing

17 Aggregation and conformance in differentiated service networks: a case study Roch A. Guérin, Vicent Pla



Full text available: Modification Additional Information: full citation, abstract, index terms

The Differentiated Service (Diff-Serv) architecture [1] advocates a model based on different "granularity" at network edges and within the network. In particular, core routers are only required to act on a few aggregates that are meant to offer a pre-defined set of service levels. The use of aggregation raises a number of questions for end-to-end services, in

particular when crossing domain boundaries where policing actions may be applied. This paper focuses on ...

18 A reliable multicast framework for light-weight sessions and application level framing Sally Floyd, Van Jacobson, Steve McCanne, Ching-Gung Liu, Lixia Zhang October 1995 ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication, Volume 25 Issue 4



Full text available: pdf(1.67 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

This paper describes SRM (Scalable Reliable Multicast), a reliable multicast framework for application level framing and light-weight sessions. The algorithms of this framework are efficient, robust, and scale well to both very large networks and very large sessions. The framework has been prototyped in wb, a distributed whiteboard application, and has been extensively tested on a global scale with sessions ranging from a few to more than 1000 participants. The paper describes the principles tha ...

19 On the impact of policing and rate guarantees in DiffServ networks: a video streaming application perspective



Wael Ashmawi, Roch Guerin, Stephen Wolf, Margaret Pinson

August 2001 ACM SIGCOMM Computer Communication Review, Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications, Volume 31 Issue 4

Full text available: pdf(481.38 KB) Additional Information: full citation, references, citings, index terms

20 A reliable multicast framework for light-weight sessions and application level framing Sally Floyd, Van Jacobson, Ching-Gung Liu, Steven McCanne, Lixia Zhang December 1997 IEEE/ACM Transactions on Networking (TON), Volume 5 Issue 6



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**Keywords**: Internetworking, computer network performance, computer networks

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Global Telecommunications Conference, 1996. GLOBECOM '96. 'Communications: The Key to Global Prosperity, Volume: 2, 18-22 Nov. 1996 Pages:1107 - 1113 vol.2

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Pages:358 - 367 vol.1

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#### 5 A simple theory of traffic and resource allocation in ATM

Low, S.; Varaiya, P.;

Global Telecommunications Conference, 1991. GLOBECOM '91. Countdown to the New Millennium. Featuring a Mini-Theme on: Personal Communications
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Sharafeddine, S.; Riedl, A.; Glasmann, J.; Totzke, J.; Computers and Communication, 2003. (ISCC 2003). Proceedings. Eighth IEEE International Symposium on , 30 June-3 July 2003 Pages:1324 - 1330 vol.2

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Woong Chul Choi;

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